COMMODORE User

Elite
Wizardry
Hacker
Rambo
Paradroid
Competition

Play to Win

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intro

Play Better is your chance to get back at those games that have been niggling away at you ever since you got them. It's part of the love-hate relationship you have with your 64 when a good game is up and running.

When you're making progress — upping your high score and getting further into it — you are inclined to think that this is the best fun you ever had.

But once you get stuck — boy, is it frustrating.

In Play Better we aim to provide you with hints and tips to enable you to do just that little bit better and extract even more enjoyment from your games.

We have concentrated on the more complex type of game. The ones that, judging from your letters, have been causing you the most anxiety.

Our game experts have been playing their games to death over the last month and some pretty impressive high scores they have clocked up too.

Our team were given one uncompromising command — beat it before you write your tips. Hence our *Elite* tips are from the Elite Fred Reid, *Paradroid* tips from Daniel Gilbert who claims to be "the best Paradroid player in the world", *Rambo* tips from Mike 'Hot Shots' Pattenden — the reporter who sniffed out an exclusive sneak look at the game for Commodore User readers only, and since then has been playing the game constantly.

The Edge rallied round with a little help from the programmer for those of you lost in the excellent, thousand screen plus, *Wizardry*. Even Wizards need a little help from time to time — ask Gandalf.

Our *Hacker* tips are from a real life hacker (Sshh, the name is Ken MacMahon) who has used his inside info to crack the Activision game.

If Play Better whets your appetite to try out some of the games here but, like me, you're skint after Christmas check out the competition at the back of the supplement. We have ten complete sets of all the games mentioned in Play Better to give away. The best collection of games offered as one prize.

Elite intro

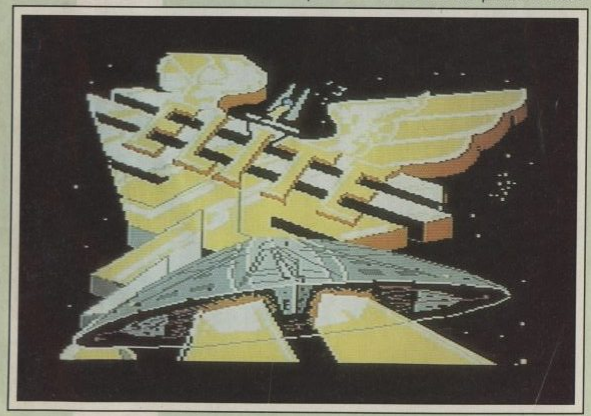
Fred Reid became 'Elite' on the 17th December 1985. It was a moment of almost religious significance in the CU offices. Fred had been playing the game, on and off, for a couple of months and was more or less happy with being dangerous. Until those advertisements began to appear — you know the ones with the old granny who is Dangerous. Well that riled Fred something rotten. "Right", he said, "I'm gonna become Elite if it kills me". He did too. Read on to find out how.

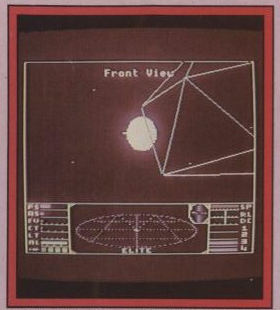
Elite

To reach 'Elite' status, you will need to master a number of different skills. Ultra-fast reactions and a strong sense of self-preservation are needed in combat, while a keen head for business is essential for profitable trading.

• Docking

If you can't dock, you can't trade! Fly as close to the space station as possible, reduce speed and turn to face the planet. Travel a





short distance towards the planet, stop, turn back towards the space station and you should be able to see the docking port. A few minor course corrections should set you up for an easy entry. Never try to dock at more than 'dead slow' speed. Watch out for other traffic entering or leaving the space station.

• Trading

Try to find two systems a single hyperspace jump apart, one an industrial world, the other agricultural. Make a note of the market prices on each, and trade in the most profitable goods, not necessarily the cheapest. Beware of flooding the markets by trading the same goods too often!

Avoid trading in illegal goods until you have enough firepower to settle any arguments!

Docking is an essential skill for would be Elitists — master it manually, or you will have to fork out for an expensive docking computer.

DATA ON RIEDQUAT
Distance: 6.8 Light Years
Economy:Poor Agricultural
Government:Anarchy
Tech.Level: 4
Population:2.0 Billion
(Harmless Rodents)
Gross Productivity: 1920 M CR
Average Radius: 6403 km
This planet is most notable for its fabulous cuisine but beset by occasional civil war.

• Equipment

A military laser is essential in front, forget the side lasers — they're too awkward. When using the rear laser, it helps to turn your joystick upside-down.

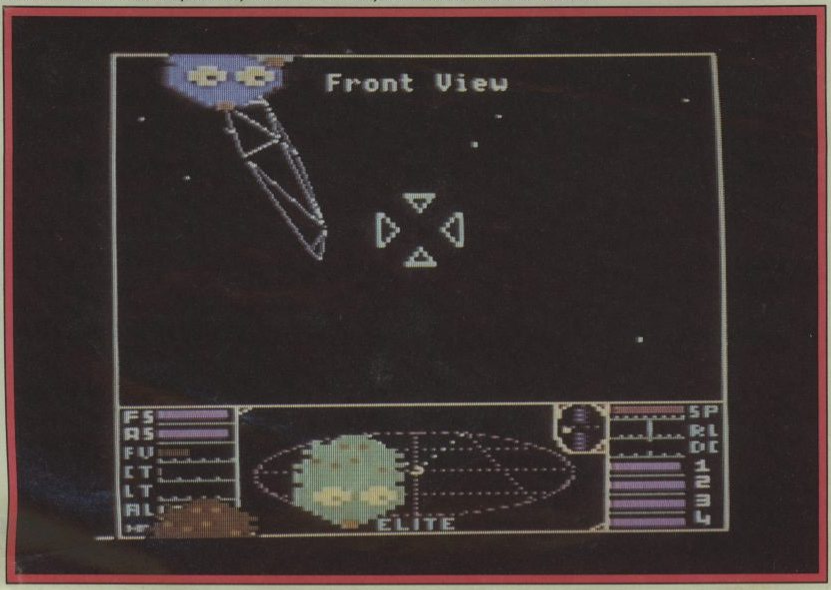
The extra energy unit is essential as it doubles the recovery speed of shields and batteries, giving you a better chance in battle.

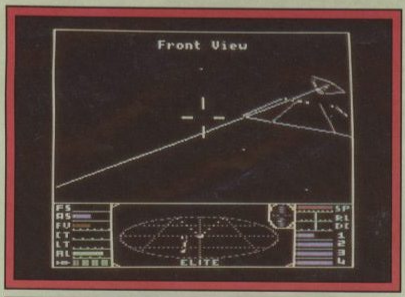
Fuel scoops are useful for retrieving cargo canisters from destroyed ships. Don't bother trying to re-fuel by skimming a sun, it's not worth the hassle.

Docking computers are a luxury item, but they do lessen the risk of crashing when docking.

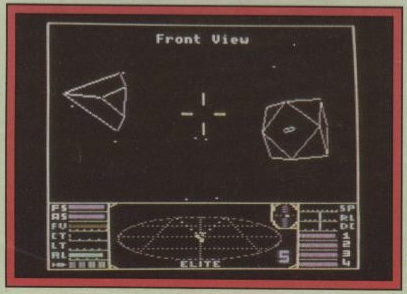
Careful study of a planets resources is important before making a raid, or trading visit.

Trumbles are found in Which Space. They look cute but clutter your screen and make a hell of a noise.





Laser fire burst from, and toward, your Cobra craft in an attack screen.



To win Elite status you will have to become expert at combat.

• Combat tactics

The only way to work your way up the ranks to Elite is to kill enemy ships. The best way is to hyperspace into a feudal or anarchy world, and let rip. Make sure you have enough fuel for a hyperspace jump back to a 'safe' system in case you get into a tight spot.

There are numerous special missions that you will be offered during your progress around the galaxies, you must complete all of them if you hope to reach 'Elite' status. It's a good idea to take notes on what the mission was and where it was offered.

• Which-space

Which-space is the place where the Thargons wait for hyperspace travellers. To get there, press pause, 'x', and start, do a regular hyperspace jump but hold down the CTRL key. Things happen very fast in Which-space, but try to kill the Thargon mother ships and collect the robot 'Thargoids' with your fuel scoops. These can later be sold as 'alien items'. To exit from Which-space, just do a normal hyperspace jump.

• Saving

Save your current commander everytime you dock. Disk users can use the '@' prefix to replace any previously saved file.

There are many Elite user-groups around, providing a wealth of useful feedback from other players.

Fred Reid

Wizardry Playtips

Note before starting: this guide assumes you have conquered level 1 as the instructions in the guide book should suffice for this. All numbers are rooms except where mentioned.

Level 2

Go to 6 and find the chest in the top right of the room, with a KNOCK in it, then go to room 5. KNOCK this head and return to room 6: an access to room 7 has now opened; take it and head for room 9. Find the chest in the north of the room and fire the RULERSHIP spell you discover there at the throne. This now enables you to continue to rooms 12 and 13, find KNOCK and REVERSE, and enter room 14. Fire REVERSE at the inverted cross, then fire a KNOCK spell at the head in 15 and return through this level to room 17; enter and fire NEEDLE EYE at the needle (surprise!). You will be IMMEDIATELY transported to room 18 — so be ready to fight. Enter 19, find another hidden chest in the bottom right of the room, with HEAD ACHE inside. Now use the teleport door in 18 to return to 4, re-enter 3 for the last time, and fire HEAD ACHE at the skull. You may now enter level 3.

Level 3

Head for 25 avoiding the glyph in 22 and get the KNOCK from the chest. Return to 21 and fire this spell at the head there. If you now go into corridor 26 you will find another door has appeared at the north end. Enter this, 27, and the mouth therein, to appear in room 28, faced with an adversary. Use the teleport to enter 30. Now proceed to 32. In here, ALWAYS enter the pentagram from the side of the snakes and go straight to the box. You will appear before the snake guardian in room 33. After exploring rooms 35 and 36, enter 37. Touching the box in here will release an illiterate demon who tells you to go away. This is vital, however, as you go pink, indicating something useful. Now enter the demon head in 36 to appear to 24. You must now return to 32; entering, you will notice the new door in the north wall. Open it, find the hidden chest containing SLAY SNAKE and return to 32. Again entering from the snake side, teleport to 33 and use your newly-acquired spell.

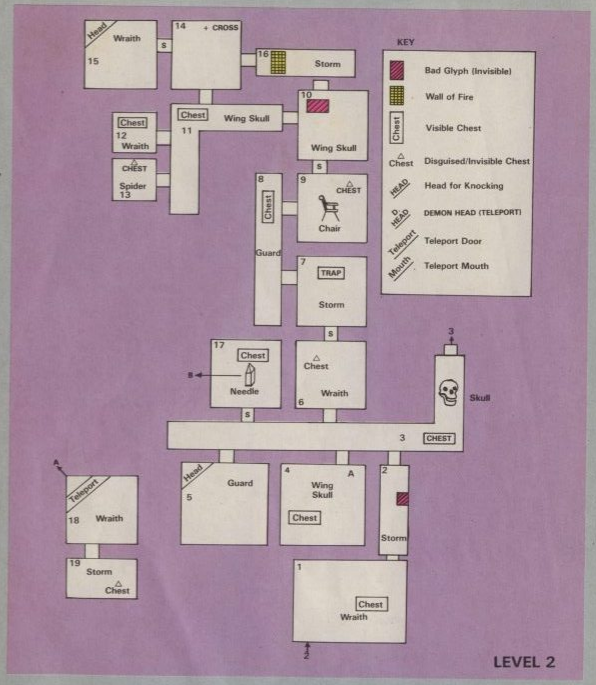
Level 4

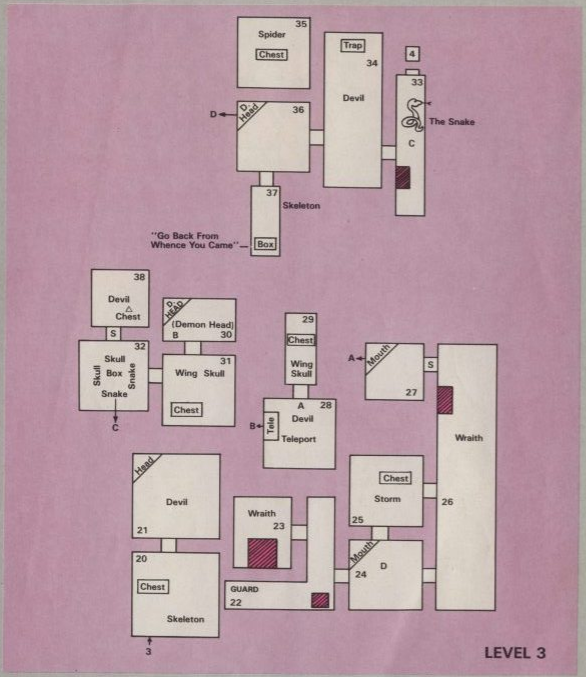
Touch the glyph in 39 to open 42's secret door. Use the mouth in 42 to reach 43 and the one in 44 to teleport to 62. Fire KNOCK at the head in 63, (it opens a door the 57!) and return via the 64 teleport to 43. Make sure you have explored both areas before returning to 40 via 43's head. Get the STONE TELL from 49 and use in 51. Now get the BIG chest from 56 to open 52's secret door. Proceed to 59,

MONSTER TABLE

MONSTER	Energy Lost/ Wound Infl.	HITS REQ. TO KILL*	FOUND (LEVELS)	PET—NAME
SPIDER	2	5(2)	ALL	Boris
FLYING SKULL	3	5(2)	ALL	Bonepigeon
GUARD	4	6(2)	ALL	Thuglet
STORM-CLOUD	6	1 Fireball	ALL ABOVE 2	Storm
WRAITH	5	7(2)	2+	Flying Bathrobe
SKELETON	6	9(3)	3+	Skelemaggot
DEVIL	7	10(3)	3+	Toothpic or Doorwedge
PRIME ELEMENTAL	10	1 Sunburst	4	"Oh Christ! What the Hell is that?"

* ( ) denotes no. of fireballs required to kill.



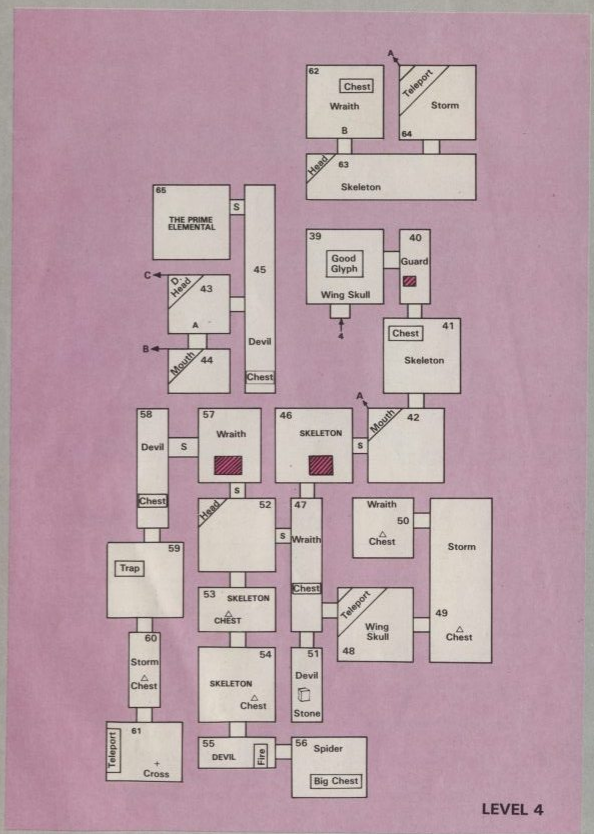


LEVEL 3

clear 60 of occupant, and 'infect' yourself by touching the skeleton in 59. Run quickly to 61 and touch the cross to cure yourself, HEALing yourself while running to keep energy up. This process will have opened up the north door in 45 opening into 65. Enter and frazzle the Prime Elemental with SUNBURST treating it as a normal storm.

Notes

ALWAYS explore every room — the ones mentioned are a simple guide to direction not solution of the game. Open every chest you find except those marked on the map as traps. Use HOLD ITs in rooms you only visit once. A rule — Visible glyphs are GOOD, Invisible glyphs are BAD. If you make a mistake in teleport transport you will appear in a room with no doors: restart — there's no escape.



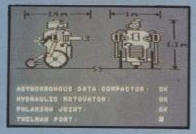
LEVEL 4

HACKER

You have unwittingly hacked your way into the central computer of Magma, Ltd. and discovered their plan to take over the world by harnessing the untapped energy sources below the earth's crust. A document containing details of the project has been stolen and pieces of it are in the hands of spies the world over.

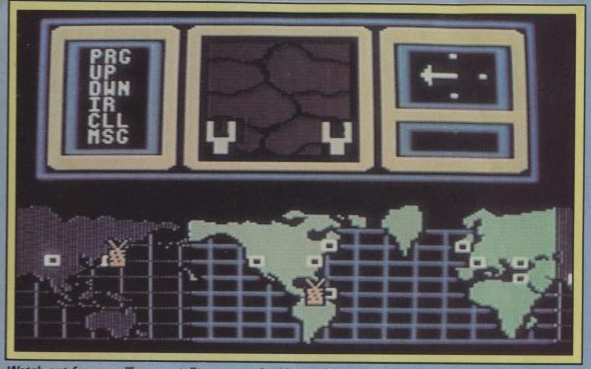
Using your Subterranean Remote Unit (SRU) you must travel the globe via a system of underground tunnels to retrieve the document. You must then take the completed document to Agent Levy of the FBI in Washington, only then will Magma's evil plot be exposed.

There are in fact several ways of completing *Hacker*, this is just one. By following the order of the screen shots with the help of our map you should stand a pretty good chance of reaching Agent Levy with the completed document. Not all the clues are spelled out for you, but all the evidence is here, it's up to you to find it.



Subterranean Remote Unit (SRU)

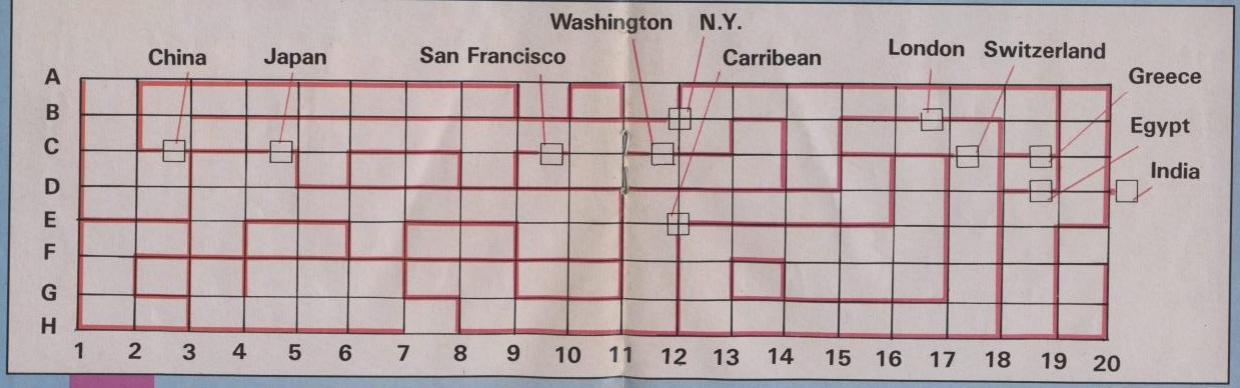
There are five parts to identify and this is so simple you don't need any help. Make a written note of the model number and a mental note of the motovator type.



Watch out for surveillance satelites — you had better have the correct answer if they stop you.

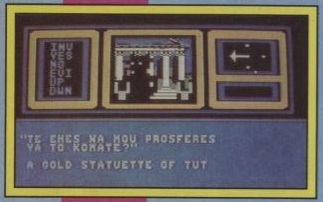
Switzerland:

The Swiss spy accepts cash for his piece of document, which is just as well because at this stage of the game you don't have anything else to bargain with. Take up his offer of the chalet deed and chronograph — they'll come in useful later.



Egypt:

You get to Egypt via London, but don't bother stopping off en route. Egyptians are very fond of Swiss timepieces. Don't pass up the opportunity to acquire some fine examples of early Egyptian art.



Greece:

The Greek spy is also very fond of Egyptian art. So fond in fact that he will take either the emerald scarab, or the gold statuette off your hands. The question is which one to give him? Tut Tut, what a dilemma.

India:

Like Greece, the Indian subcontinent is home to a thriving market in ancient Egyptian artefacts. Regrettably, for the Greeks and Indians anyhow, the world of espionage has little interest in the products of their culture. Don't buy the star, lamp, urn or artefact.

New York:

By this stage you should be carrying only one thing, the chalet deed. The choice is therefore obvious. Diamonds may be a girl's best friend but spies aren't interested. Some stocks and bonds on the other hand might turn out to be a more worthwhile investment.

Japan:

Go straight through China, don't bother to get off, you're going back there in a minute. Remember those stocks? Liquidise them and buy up everything in sight.

China:

This guy is a sucker for jewellery. I shouldn't bother with the Ming vase, it's probably fake as no one else seems to want it. The jade carving, on the other hand, could prove popular in Caribean parts.

Carribean:

Come by the short Australian route, but be careful not to cross the restricted mainland area. Dump the jade and head for good old Blighty. Doubloons? Maps? — Worthless trinkets.

Big Ben towers above the English spy.

London:

This chap has a passion for photography, you could do a lot worse than supply him with the latest in Japanese, autofocus, autoexposure, 35mm camera hardware. In return, as well as his piece of document, he'll offer you the crown jewels. Don't bother, you can't afford them anyway. Snap up the Beatles album instead, it sounds like it might go down a wow on the West Coast.

San Francisco

Wow him.

Washington:

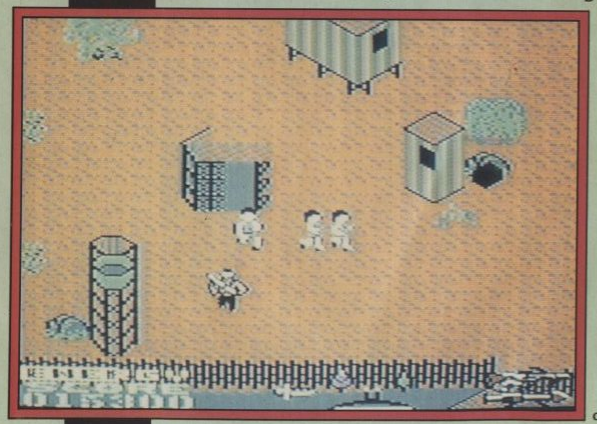
Well, you made it and here's number one G-Man, Agent Levy of the FBI to Congratulate you. As well as the thanks of The American People, you get a sneak preview of tomorrow's Washington Post with the complete story of how you did it as well as a plug for Activision's new games.

RAMBO

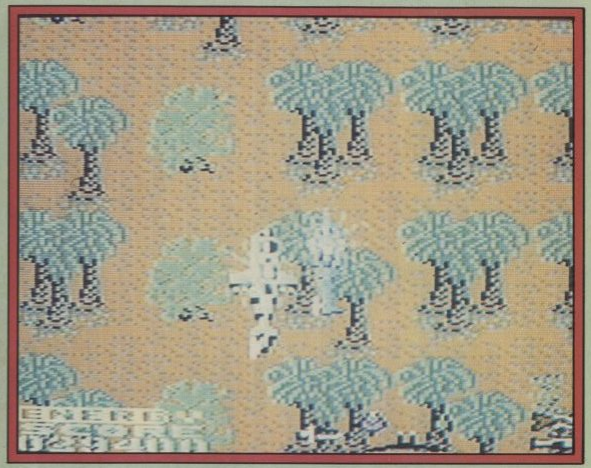
Rambo was the game that caused such a massive stir when it was released before Christmas. It came out on top in our December issue's head-to-head challenge because the strategy element gave it an edge over *Commando*'s head down charge up the screen. So if you got Rambo for Christmas and you haven't managed to complete it yet here's how to release those captured GIs.

A

B



C



D

You've picked up the gun by the temple and proceeded northwards. Go round the palm trees and to the top of the camp, keeping the fencing on your left. Enter by the watchtower and go left to the prisoner (pic A). This far in the game you should stick with the knife — other weapons attract too much attention. When you reach the trussed up GI fire the knife — he'll disappear.

Once you've rescued the GI it's a charge due north until you find a chopper. There's plenty of time here to notch up a few more points before you run over the machine to complete the first part of the mission. You're probably better off switching to the explosive arrows now — they clear a path through the jungle no problem.

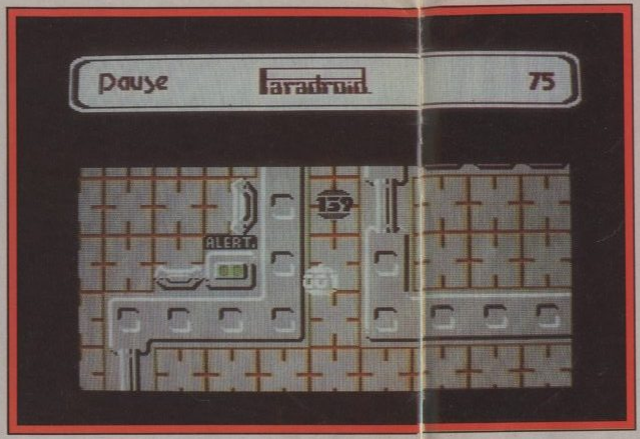
Fly south to the right of the camp and land the helicopter on the helipad, an H inscribed sideways in the sand (pic B). Rambo will disembark automatically. You have to be quick on this leg because the energy bar drains fairly rapidly.

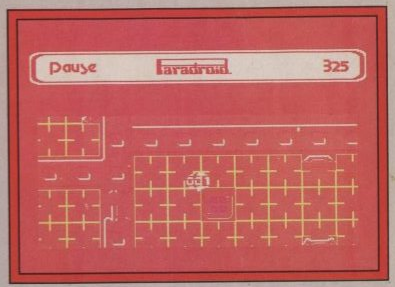
The POWs are incarcerated in this hut (pic C) at the bottom left of the camp. You can't miss it because it looks completely different from the rest of the buildings. Switch back to your knife and fire a volley into the door. The prisoners will make a run towards the helicopter and you should follow. Don't miss the opportunity to score some valuable points by creating a bit of mayhem with that box of grenades you found on the way.

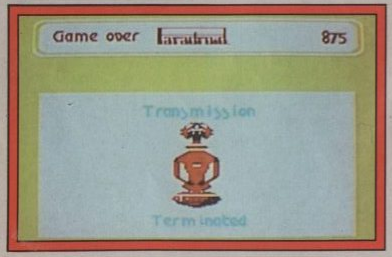
Now it's back to the helipad and time to make an escape to Thailand. Head north out the camp and over the river. Shortly afterwards the gunship will appear (pic D). The best way to deal with it is to try and manoeuvre it broadside on and use the bazooka on it. Once is not enough though it'll come back a second time. If you can hit it again you have a good chance. The key is to zigzag left and right all the time. When the gunship returns a third time it is possible to dodge by flying in circles until you cross the water to Thailand.

Mike Pattenden

paradroid







TRANS-FERRING EFFICIENTLY

When dealing with robots of a level below 476, this is no problem, simply catch your robot. However, when your target is firing back, the following strategy has proved most effective. (See fig. 1) The problem with merely going into transfer mode then charging blindly at the target is:

a) you are on a straight line from him: he can easily hit you.

b) the closer you get, the more shots he can fire. The best tactic is to approach the target at an angle, swoop round and nip in quickly. This way he cannot draw a bead on you.

CLEARING THE FIRST SHIP

Refer to map (fig. 2). From the deck where you start, transfer up to a robot of about 329-476 value. From here you go to the deck marked **A** and destroy all you find there. This is actually very important, as this tiny deck is connected with deck **C**, the bridge, and unless you have cleared deck **A** the lights will not go out on deck **C**. It can be very frustrating to search deck C for ages, looking for

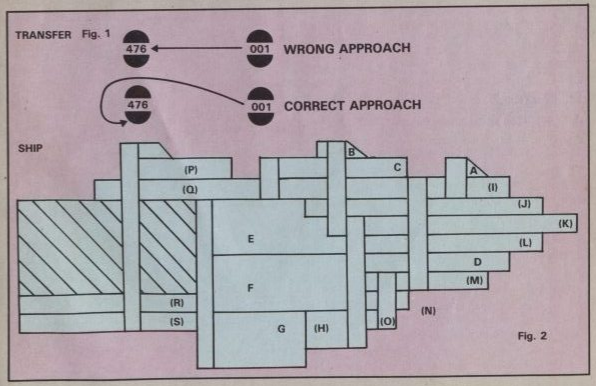
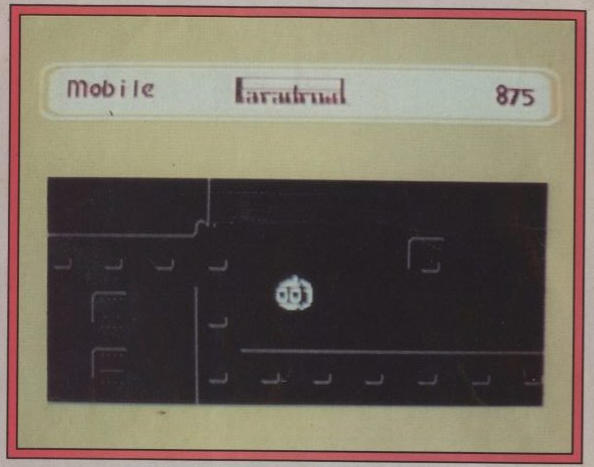


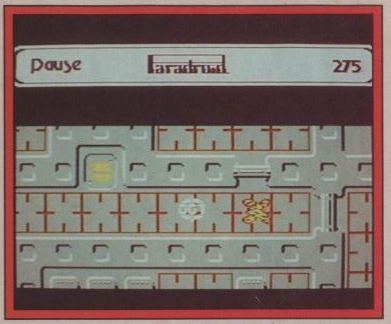
Fig. 2



the missing robot and wasting valuable energy, when it is in fact on another deck! From deck **A** go through deck (1) and up to deck 6, where you should find two crew droids and maybe even a sentinel. Transfer to the strongest and kill the other. Now go down to deck **C**, go into transfer mode IMMEDIATELY and charge through the door to your right, taking the occupant by surprise. If you transfer successfully, which shouldn't be hard for a crew droid, you should now be in possession of a robot of about 629 level. Clear the bridge — not as difficult as it may sound. Remember that there is a plentiful supply of lowly robots in the lower decks. Keep in possession of a high ranking droid, preferably a disruptor, and go and clear deck **D** — a real killer, so watch out. The next decks are very large indeed: decks **E, F,** and **G**. Deck **F** is one of the most lethal decks there is, as the dreaded 883 lurks here, be very careful if using the left-hand lift from decks **E** to **F**, there is always a cluster of nasty robots waiting to ambush you. Try to capture each one in turn. After the main decks are done, mop up the lesser ones: note that decks **R** and **N** and decks **S** and **O** are connected. Try to finish the ship in posession of a high ranking droid, as you get to keep it on the next ship.

NOTES ON THE DROIDS

420 — A problem when using disruptors, as they are immune. Ram them instead.
476 — This droid is vital. It is the only low rank robot to have its own weaponry. Get one as soon as possible!
302 — The fastest droid on the ship. Very satisfying to use disruptors on the elusive little wretch.
821 — I believe this to be the most useful robot of all. It is fast, reliable and has good weaponry.
999 — Do not get over confident. Energy runs out at an amazing rate when using this droid. Best to get another as soon as you can, but do not waste it. You can transfer to anything from a 999.



SNEAKY TRICKS

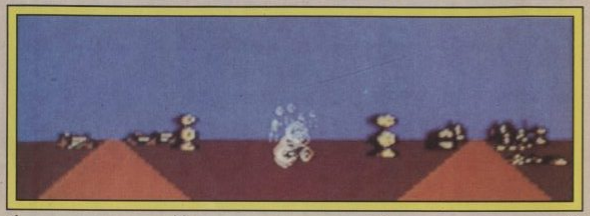
1) When moving along a long corridor, fire ahead even if nothing is coming. You can hit what you can't see.
2) A robot hitting an exploding robot explodes itself 90% of the time. Try to blast two with one shot — it is not hard.
3) In the transfer game go for squares he cannot reach. Sounds obvious, but it is often overlooked.

Universal Robot Table

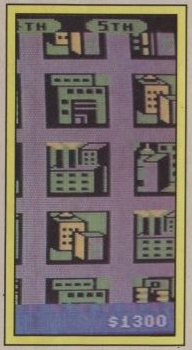
No. of Droid	001	123	139	247	249	296	302	329	420	476	493	516	571	598	614	615	629	711	742	751	821	834	883	999
Class	Influence	Disposal	Disposal	Servant	Servant	rvant	Messenger	Messenger	Maint.	Maint.	Maint.	Crew	Crew	Crew	Sentinel	Sentinel	Sentinel	Battle	Battle	Battle	Security	Security	Security	Command
Weaponry	Weak Twin Laser	None	None	None	None	None	None	None	None	Single Laser	None	None	None	None	Single Laser	Single Laser	Twin Laser	Disruptor	Disruptor	Heavy Laser	Heavy Twin Laser	Heavy Laser	Exterminator	Heavy Twin Laser
Speed	M	M	M	M	M	M	VF	M	M/S	M/F	M	M	M	M	M/S	M	M	M/F	M/F	M	F	M	M/S	M
Freq.		C	C	C	C	C	FC	FC	FC	FC	UC	UC	UC	UC/R	UC	R	UC	R	R	R	R	R	VR	Unique
Pulses oppos	3	5	5	6	6	6	7	7	8	8	8	9	9	9	10	10	10	11	11	11	12	12	12	13
Where found	Start	Almost All	Almost All	Almost All	Almost All	most All	I.E.F. J.K.L Mostly	I.E.F. J.K.L Mostly	J.K.L M.N.O.S Mostly	J.K.L M.N.O.S Mostly	J.K.L M.N.O.S Mostly	B.K M Mostly	B.K. M Mostly	B.K. M Mostly	B.C. D.E.F. G.H	B.C. D.E.F. G.H	B.C. D.E.F. G.H	C.D. E.F. G.H	C.D. E.F. G.H	C.D. E.F. G	C.D E.F	D. E.F.	F	
Disruptor Resist.	N	N	N	N	N	N	N	N	Y	N	N	N	N	N	N	N	N	Y	Y	N	N	N	N	Y

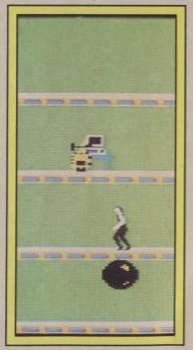
SPEED: M = Medium, M/S = M dium to slow, M/F = Medium to Fast, F = Fast, VF = Very Fast.
FREQUENCY: C = Common, F = Fairly Common, UC = Uncommon, UC/R = Uncommon to rare, R = Rare, VR = Very Rare.

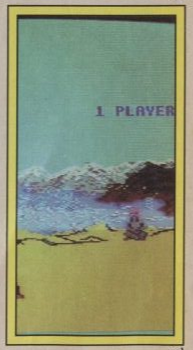
COMPETITION



a) b) c) d)

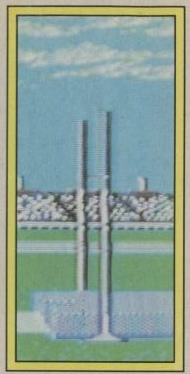






e)

f)



g)

To win one of ten sets of all the games featured in this Play Better supplement all you have to do is complete this simple puzzle.

The close ups are taken from seven well known 64 games.
Tell us what they are and you could be one of the lucky winners.
Fill in the form below, cut out, and send off without delay.
Entries should be sent to Play Better Competition, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. They should reach this office before no later than Feb 20 1986.

NAME .....

ADDRESS .....

.....

.....

The Games are (left to right) .....

.....

My favourite 64 game is .....
Please supply a hint or tip on the most recent game you have added to your collection. (You may use a separate sheet of paper)

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